



Amendment To The Claims

1. (Currently Amended) A score management system which comprises mobile terminals and a score management server being connected to each other via a wireless communication network, wherein,

(a) said score management server:

stores score data;

receives a request for displaying score status from said a mobile terminal and performs a verification to identify said mobile terminal;

transmits data representing the score status based on the stored score data of ~~the~~ players a player associated with said verification and ~~the~~ high-ranking players and an input form to be displayed on said mobile terminal for the players associated with said verification, to said mobile terminal;

receives a request for inputting new score data from said mobile terminal;

~~and~~ updates the stored score data based on the received request for inputting the new score data;

checks said new score data received;

transmits the input form to said mobile terminal in the case that said new score data is wrong in order to input a correct score; and

updating said new score data in the case that said new score data is not wrong,

and

(b) said mobile terminal:

transmits the request for displaying the score status to said score management server;

displays the score status based on the received data representing the score status;
and

transmits the request for inputting the score data in response to the ~~users~~ player's
input, to said score management server.

2. (Currently Amended) A score management server being connected to mobile
terminals via wireless communication network, said server comprising:

a storage unit which stores score data;

a display request receiver which receives a request for displaying score status from ~~said a~~
mobile terminal and performs a verification to identify said mobile terminal;

a result transmitter which transmits data representing the score status based on the score
data stored in said storage unit of ~~the players~~ a player associated with said verification and ~~the~~
high-ranking players, to said mobile terminal in response to the display request;

a form transmitter which transmits an input form to be displayed on said mobile terminal
for the ~~players~~ player associated with said verification, to said mobile terminal;

an input request receiver which receives a request for inputting new score data from said
mobile terminal; ~~and.~~

an update unit which updates the score data stored in said storage unit based on the
received request for inputting the new score data; and

a score checker that checks said new score data received by said input request receiver;
and wherein,

said form transmitter transmits the input form to said mobile terminal in the case that said
new score data is wrong in order to input a correct score, and

said update unit updates said new score data in the case that said new score data is not wrong.

3. (Previously presented) The score management server according to claim 2 further comprising a transmission controller which controls said result transmitter to transmit the data representing the score status in response to the update of the score data.

4. (Currently amended) The score management server according to claim 2, wherein said transmitter and said form transmitter embed the data representing the score status and the input form in order to transmit them to said mobile terminal so that a the player can input the new score data.

5. (Currently Amended) A computer readable data recording medium storing a program to be executed by a score management server being connected to mobile terminals via a wireless communication network, said program causes said score management server to:

store score data;

receive a request for displaying score status and perform a verification to identify said mobile terminal from said mobile terminals;

transmit data representing the score status based on the stored score data of ~~the players~~ a player associated with said verification and ~~the~~ high-ranking players, to said mobile terminal in response to the display request;

transmit an input form to be displayed on said mobile terminal for the ~~players~~ player associated with ~~said~~ an identifier;

receive a request for inputting new score data from said mobile terminal; ~~and~~

update the stored score data based on the received request for inputting the new ~~20~~ score data;

check said new score data received;

transmit the input form to said mobile terminal in the case that said new score data is wrong in order to input the correct score, and

update said new score data in the case that said new score data is not wrong.

6. (Previously Presented) The data recording medium according to claim 5, wherein said program further causes said score management server to transmit the data representing the score status to said mobile terminal in response to the update of the score data.

7. (Previously presented) The data recording medium according to claim 5, wherein said program further causes said score management server to embed the data representing the score status and the input form in order to transmit them to said mobile terminal.

8. (Cancelled)

9. (Previously Presented) The data recording medium according to claim 5, wherein said data recording medium is one of a compact disc, a floppy disk, a hard disk, a magneto-optical disk, a digital versatile disc, a magnetic tape, or a semiconductor memory module.

10. (Previously Presented) The data recording medium according to claim 6, wherein said data recording medium is one of a compact disc, a floppy disk, a hard disk, a magneto-optical disk, a digital versatile disc, a magnetic tape, or a semiconductor memory module.

11. (Previously Presented) The data recording medium according to claim 7, wherein said data recording medium is one of compact disc, a floppy disk, a hard disk, a magneto-optical disk, a digital versatile disc, a magnetic tape, or a semiconductor memory module.

12. (Previously presented) The score management server according to claim 2, wherein said mobile terminal is a portable phone or a cellular phone and a telephone number is used to identify said mobile terminal.

13. (Cancelled)

14. (Cancelled)

15. (Currently Amended) A score management server being connected to mobile terminals via wireless communication network, said server comprising:

a storage unit which stores score data;

a display request receiver which receives a request for displaying score status from said mobile terminal and an identifier of said a mobile terminal;

a result transmitter which transmits data representing the score status based on the score data stored in said storage unit of ~~the players~~ a player associated with said identifier of said mobile terminal and ~~the~~ high-ranking players, to said mobile terminal in response to the display request;

a form transmitter which transmits an input form to be displayed on said mobile terminal for the players associated with said identifier, to said mobile terminal;

an input request receiver which receives a request for inputting new score data from said mobile terminal; ~~and~~.

an update unit which updates the score data stored in said storage unit based on the received request for inputting the new score data;

a score checker that checks said new score data received by said input request receiver; and wherein,

said form transmitter transmits the input form to said mobile terminal in the case that said new score data is wrong in order to input the correct score, and

said update unit updates said new score data in the case that said new score data is not wrong.